

GAMING MACHINE

CROSS-REFERENCE TO THE RELATED APPLICATION(S)

[0001] This application is based upon and claims a priority from the prior Japanese Patent Application No. 2003-352222 filed on Oct. 10, 2003, the entire contents of which are incorporated herein by reference. This application is related to a co-pending U.S. application entitled "GAMING MACHINE", filed on the same date as this application. The co-pending application is expressly incorporated herein by reference.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to a gaming machine in which a game is conducted by betting game media stored therein.

[0004] 2. Description of Related Art

[0005] Conventionally, as such kind of the gaming machine, it is, for example, well-known a slot machine disclosed in Unexamined Japanese Patent Publication No. 2001-120716. On a switch panel of the slot machine shown in the above reference, there are provided bet buttons through which a player determines a bet number to bet game media stored in the slot machine. The bet buttons are constructed from a 1-BET button that one bet number is added by every one operation thereof and a MAX-bet button that game media can be betted at the MAX bet number by operation thereof. The bet number is determined by operation of these bet buttons and thereafter a game is started by operating a start lever.

[0006] However, in the slot machine shown in the above Japanese reference, a coin number betted for one bet is fixed, therefore the player cannot freely determine the bet number.

SUMMARY OF THE INVENTION

[0007] The present invention relates to a gaming machine in which a game medium amount betted for one bet can be voluntarily set and operability to determine the game medium amount can be raised.

[0008] In order to accomplish the above object, the present invention provides a gaming machine comprising a game medium storing device for storing game media, wherein a game is conducted by betting at least one of the game media, the gaming machine further comprising:

[0009] an input device for inputting a numerical value; and

[0010] a denomination recognition device for recognizing the numerical value input from the input device as an amount of the game media betted for one bet.

[0011] In the above gaming machine, when the numerical value is input by the input device, this numerical value is recognized as the amount of the game media betted for one bet by the denomination recognition device. Here, the above amount of the game media betted for one bet corresponds to a denomination, and the amount of the game media betted for one game is calculated by multiplying the denomination

with a bet number. Therefore, the player can voluntarily set the amount of the game media betted for one bet without being limited to an amount fixed beforehand as in the conventional gaming machine. And operability to determine the game medium amount can be raised.

[0012] The above and further objects and novel features of the invention will more fully appear from the following detailed description when the same is read in connection with the accompanying drawings. It is to be expressly understood, however, that the drawings are for purpose of illustration only and not intended as a definition of the limits of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0013] The accompanying drawings, which are incorporated in and constitute a part of this specification illustrate embodiments of the invention and, together with the description, serve to explain the objects, advantages and principles of the invention.

[0014] In the drawings,

[0015] FIG. 1 is a perspective view of a slot machine according to the first embodiment,

[0016] FIG. 2 is an enlarged front view of a reel display window portion formed in the slot machine according to the first embodiment,

[0017] FIG. 3 is a sectional view of the reel display window portion of the slot machine according to the first embodiment,

[0018] FIG. 4 is an exploded perspective view of the reel display window portion shown in FIG. 3,

[0019] FIG. 5 is a block diagram showing a circuitry construction of a control circuit in the slot machine according to the first embodiment, and

[0020] FIG. 6 is an explanatory view of the reel display window portion on which a numerical keypad for determining a denomination is provided to determine a bet number, according to the first embodiment, and

[0021] FIG. 7 is an explanatory view of the reel display window portion on which a denomination selection panel for determining the denomination is provided to determine the denomination, according to the second embodiment.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0022] The preferred embodiment of the present invention will be described hereinafter. Here, in the embodiment, although various game media such as coins, tokens, medals, coupons, tickets, memory media (cards and the like) can be utilized, it will be hereinafter explained the embodiment in which coins are utilized as an example.

[0023] FIG. 1 is a perspective view of a slot machine 1 in the first embodiment of a gaming machine according to the present invention. In a cabinet constructing a central main body of the slot machine 1, three reels comprising a first reel 2, a second reel 3 and a third reel 4 are rotatably arranged. On an outer periphery of each of the reels 2 to 4, a symbol row constructing from a plural kinds of symbols (abbreviated as "the symbol" hereinafter) is described. In front of